

Impact 5.0
Electronic Dartboard
With Designer Mirror Cabinet

Owner's Manual
And Game Instructions

LIMITED-1 YEAR WARRANTY

This Halex product is warranted to be free from defects in workmanship or materials at the time of purchase for a period of 1 (one) year.

Should any evidence of defects appear within the limited warranty period after the date of purchase, Regent Sports will either send replacement parts or advise another course of action. A list of replaceable parts can be found on the parts order page of this manual. Parts not listed on this order form are not replaceable. This warranty covers normal consumer use and does not cover failures, which result from alterations, accidents, misuse, abuse, or neglect.

For prompt warranty service and special offers, please register your Halex product by visiting our website at www.regent-halex.com or send in the warranty registration card provided. Please be sure to visit our website to order additional parts not covered under the warranty, as well as on-line instruction manuals and new product information.

A purchase receipt or other proof of date of purchase will be required before warranty service is performed. Requests for warranty service can be provided by e-mailing the Customer Service Department at Csdartboards@regent-halex.com or by calling customer service at:

877-516-9707 (Toll-Free)

10:30AM to 6:30 PM, EST. (Dec. through Feb.)

10:30 AM to 5:00 PM, EST. (March through November)

Or send request in writing to:

Regent Sports Corporation
45 Ranick Road
Hauppauge, NY 11788
Attn: Halex Customer Service

This warranty gives you specific legal rights and you may have other rights, which vary, from state to state.

Unpacking the Game

Unpack your new dartboard carefully, making sure all parts are included. The following components are included in this set:

- 1 Electronic Dartboard
- A/C Adapter
- 12 Darts (unassembled)
- Soft tip replacement pack
- Owner's Manual
- Designer Wood Cabinet

If you are missing a part or have any questions, please call our Customer Service Department between 10:30 AM and 7:00 PM, EST. at 877-516-9707 (Toll-Free).

Setup / Mounting Instructions

Choose a location to hang the dartboard where there is about 10 feet of open space in front of the board. The “toe-line” should be 7’ 9 1/4” from the face of the dartboard. Since this dartboard can be powered with the included AC adapter, you may want to mount it close to an electric outlet for convenience.

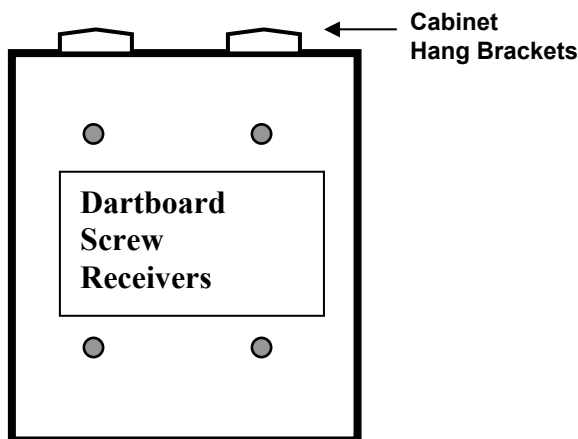
Locate a wall stud and place a mark 79 3/4” from the floor. Place another mark at the same height 16” from the first mark. Due to the weight of the dartboard and cabinet, it is recommended you mount onto the wall studs. If this is not possible, we have included 2 drywall anchors. **Bullseye height should be 5’ 8” from the floor. Toe line should be 7’ 9 1/4” from face of board.**

Screw 2 cabinet mounting screws (long) in the center of the stud using the marks you made as guides. Be sure the screws are level with one another (use a level for accuracy) to ensure dartboard will be level.

Mount the dartboard to the cabinet before mounting to wall. Lay cabinet on floor with doors open. Note the 4 screw receivers embedded in the backboard of the cabinet. Place the dartboard into the cabinet and line up holes with screw receivers. The holes on the dartboard are located in the catch ring area outside the scoring segment area. Using a small Philips- head screwdriver, screw the dartboard mounting screws into the receivers. The dartboard is now attached securely to the cabinet.

To mount the cabinet to the wall, simply line up the screws on the wall with the hang brackets located on the back of the cabinet (top edge). It may be necessary to adjust the screws until the board fits snugly against the wall.

Plug the A/C adapter into the wall outlet and into the jack at the bottom right of the dartboard through the hole in the right side of the cabinet.



Cabinet Diagram

Dartboard Functions

POWER button - Press to turn game on or off. Dartboard has an automatic suspend mode to conserve power and battery life (if using batteries). The dartboard will make sound effect and display "SLEEP" on the display after approximately 3 minutes of non-use. However, the scores are stored in memory and can be restored by pressing any button.

GAME button - Press to page through the on-screen game menu.

SELECT button - Press to select various difficulty settings for games. Many games contain several difficulty options that can be accessed by pressing this button.

RESET button - Cancels current score and returns to start of game.

SOUND button - Press to change volume to high, low, or off.

START button - This multi-function button is used to:

- **START** the game when all options have been selected.
- **CHANGE** to the next player when one player is finished with his round.
This will put dartboard in **HOLD** status between rounds to allow player to remove darts from the target area.

DOUBLE/MISS button - This button is used to activate the Double In/Double Out option for the "01" games. This function is only active when selecting 301, 401, etc. games. This button is also used to register a "missed" dart. Player can press when dart lands outside target area so computer registers a thrown dart.

PLAYER/PAGE button - This button is used at the start of each game to select the number of players you want to play the game. In addition, this button allows players to see other player scores of not on active display. This dartboard keeps track of up to 8 player scoring. When playing with more than 4 players, some scores will be not be visible when not active. This button allows you to page through all players' scores as needed.

DART OUT/SCORE button - The estimate feature is active only during the "01" games (301, 401, etc.). When a player's score falls below 160, he/she can press the ESTIMATE button and get a suggestion from the dartboard as to the 3 darts needed to finish the game. The SCORE feature allows player to access score not on current display.

BOUNCE OUT button - Decide before play if you want to count darts that do not remain in board ("bounce-outs") or not. If not, simply press the BOUNCE OUT button immediately after a bounce out occurs to deduct the score that registers.

DELETE button - Press this to delete a score made by error. For example, if you forget to activate the HOLD status before removing darts and a score registers.

CYBERMATCH button – Press to select skill level of CyberMatch opponent. See page 5 for detailed instructions.

Electronic Dartboard Operation

1. Press the **POWER** button to activate dartboard. A short musical introduction is played as the display goes through power-up test.
2. Press **GAME** buttons until desired game is displayed (see game chart on page 16).
3. Press **DOUBLE** button (optional) to select starting and/or ending on doubles (used only in 301 - 901 games). This is explained in the game rules section.
4. Press **PLAYER** button to select the number of players (1, 2, ... 8). The default setting is 2 players.
5. Press **START** button (red) to activate game and begin play.
6. Throw darts
 - The dart indicator display is located to the right of the score display. The number of darts displayed indicate the remaining throws for the active player.
 - When all 3 darts have been thrown, a voice command will indicate "next player" and the score will flash. The darts can now be removed without affecting the electronic scoring. When all darts are removed from the playing surface press the **START** button to go to next player. Voice command will indicate which player is up.

Display Protective Film

This electronic dartboard may have a clear film over the entire display area to prevent scratching during shipping. It is recommended that this film be removed before play to enhance the display area visibility. To remove, simply lift edge of film, peel off, and discard.

CyberMatch Feature

This exciting feature allows solo player to play against the computer at one of five different levels of skill! **Only 1 player can compete against the CyberMatch competitor.** This adds a level of competition to normally routine practice sessions.

To activate the CyberMatch opponent:

1. Select the Game you wish to play
2. Press **CYBERMATCH** button
Select CyberMatch opponent skill level by pressing the **CYBERMATCH** button continually

CyberMatch Levels


Level 1 (C1)	Professional
Level 2 (C2)	Expert
Level 3 (C3)	Advanced
Level 4 (C4)	Intermediate
Level 5 (C5)	Beginner

3. Press **START** to begin play

When play begins:

The 'human' player throws first. After 3 darts are thrown, go to the board to take darts out and press **START** to change to the next player (CyberMatch). Watch as the CyberMatch opponent's dart scores are registered on the display. After the CyberMatch opponent completes his round, the board will **automatically reset** for the "human" player. Play continues until one player wins. **Good luck!**

Caring for your Electronic Dartboard

1. **Never use metal tipped darts on this dartboard.** Metal tipped darts will seriously damage the circuitry and electronic operation of this dartboard.
2. **Do not use excessive force when throwing darts.** Throwing darts too hard will cause frequent tip breakage and cause excess wear on the board.
3. **Turn darts clockwise as you pull them from the board.** This makes it easier to remove darts and extends the life of the tips. 
4. If you need to replace your AC adapter, **use only a genuine Halex AC adapter (available directly from Halex) for this dartboard.** Use of a non-Halex AC adapter may cause electrical shock, fire, and damage to the electronic circuits and will void your warranty
5. **Remove the batteries when using the A/C adapter or when not in use.** This will prolong the life of your batteries.
6. **Do not spill liquids on the dartboard.** Do not use spray cleaners, or cleaners that contain ammonia or other harsh chemicals as they may cause damage.

Batteries

If using battery power, insert three "C" batteries into the battery compartment located on the back side of the dartboard toward the base. To remove the cover, press the two latches inward while lifting gently. The batteries must be positioned as indicated inside the battery compartment to power the dartboard.

Automatic Suspend Mode Feature

The dartboard will automatically suspend if no action occurs within approximately 3 minutes. This is designed to save power or battery life. A sound effect will play and the display will indicate "**SLEEP.**" All scores will be stored in memory and play will resume when any button is pressed.

Game Rules

The Halex Impact 5.0 electronic dartboard is loaded with games and options. The rules for each game are detailed below in the order they appear on the display when paging through the games. The game number is indicated next to each game for your reference.

301 (G01)

This popular tournament and pub game is played by subtracting each dart from the starting total until the player reaches exactly 0 (zero). If a player goes past zero it is considered a “Bust” and the score returns to where it was at the start of that round. For example, if a player needs a 32 to finish the game and he/she hits a 20, 8, and 10 (totals 38), the score goes back to 32 for the next round.

In playing the game, the double in / double out option can be chosen (double out is the most widely used option).

- **Double In** - A double must be hit before points are subtracted from the total. In other words, a player’s scoring does not begin until a double is hit.
- **Double Out** - A double must be hit to end the game. This means that an even number is necessary to finish the game.
- **Double In and Double Out** - A double is required to start and end scoring of the game by each player.

Dart-Out Feature (“01” games only)

The Enforcer has a special “**DART-OUT**” feature. When a player requires less than 160 to reach zero, the estimate feature becomes active. The player can press the DART OUT button to view the darts necessary to throw to finish the game (reach zero exactly). Doubles and triples are indicated with 2 or 3 lines to the left of each number respectively.

Adjustable Difficulty Settings for 301 include 401, 501, 601, 701, 801, and 901. To change to these more difficult settings, simply press the SELECT button. Each option is played exactly as outlined for 301 with the exception of the starting total; 401 has starting total of 401 points; 501 has starting total of 501 points and so on up to 901.

CRICKET (G02)

Cricket is a strategic game for accomplished players and beginners alike. Players throw for numbers best suited for them and can force opponents to throw for numbers not as suitable for them. The object of Cricket is to “close” all of the appropriate numbers before one’s opponent while racking up the highest number of points.

Only the numbers 15 through 20 and the inner/outer bullseye are used. Each player must hit a number 3 times to “open” that segment for scoring. A player is then awarded the number of points of the “open” segment each time he/she throws a dart that lands in that segment, provided their opponent has not closed that segment. Hitting the double ring counts as two hits, and the triple ring counts as 3 hits.

Numbers can be opened or closed in any order. A number is “closed” when the other player(s) hit the open segment 3 times. Once a number has been “closed”, it can no longer be scored on by any player for the remainder of the game.

Winning - The side closing all the numbers first and accumulating the highest point total is the winner. If a player “closes” all numbers first but is behind in points, he/she must continue to score on the “open” numbers. If the player does not make up the point deficit before the opposing player(s) “closes” all the numbers, the opposing side wins. Play continues until all segments are closed - the winner is the player with the highest score.

Our exclusive **Tournament Cricket Scoring** (TCS) system utilizes realistic “tavern-like” characters on the scoring display to indicate open/closed segments for each player. When a number is hit, a slash [/] is registered; when a second hit in that segment is scored the slash is replaced with two crossing slashes [X]; The third hit in that segment, the “X” is replaced with a circled “X” [(X)] which indicates that segment is “open” for scoring to that player until the other player(s) “close” the segment. The voice announcer will specify when a segment becomes “open” and “closed” as well as when a player’s hit results in a “score.” The Tournament Cricket Scoring system operates as follows:

/

1st Mark

X

2nd Mark

⊗

3rd Mark

Tournament

Cricket

Scoring

NO-SCORE CRICKET (Press SELECT button when **Cricket** is displayed)

Same rules as standard Cricket except there is no point scoring. The object of this version is to be the first to simply “close” all the appropriate numbers (15 through 20 and the bullseye).

CUT-THROAT CRICKET (G03)

Same basic rules as standard Cricket except once scoring begins, points are added to your opponent(s) total. The object of this game is to end up with the fewest points. This variation of Cricket offers a different psychology to the players. Rather than adding to your own score and helping your own cause as in standard Cricket, Cut-Throat offers the benefit of racking up points for your opponent(s), digging him in a deeper hole. Competitive players will love this variation!

SCRAM (G04) (*For 2 players only*)

This game is a variation of Cricket. The game consists of two rounds. The players have a different objective in each round. In round 1, player 1 tries to “close” (score 3 hits in each segment - 15 to 20 and bullseye). During this time, player 2 attempts to rack up as many points in the segments the other player has not yet closed. Once player 1 has closed all segments, round 1 is complete. In round 2, each player’s roles are reversed. Now, player 2 tries to close all the segments while player 1 goes for points.

The game is over when round 2 is complete (player 2 closes all segments). The player with the highest point total is the winner.

COUNT-UP (G05)

The object of this game is to be the first player to reach the specified point total. Point total is specified when the game is selected. Each player attempts to score as many points as possible per round. Doubles and triples count 2 or 3 times the numerical value of each segment. For example a dart that lands in the triple 20 segment is scored as 60 points. The cumulative scores for each player will be displayed in the LCD display as the game progresses.

Adjustable Difficulty Settings for Count-Up include 400, 500, 600, 700, 800, 900, and 999. To change to these more difficult settings, simply press the SELECT button. Each option is played exactly as outlined above with the exception of the total necessary to win the game. For example, in Count-Up 500, the first player to reach 500 points is the winner.

High Score (G06)

The rules for this competitive game are simple - Rack up the most points in three rounds (nine darts) to win. Doubles and triples count as 2x and 3x that segment's score respectively.

Adjustable Difficulty Settings for High Score include 4 rounds, 5 rounds, ... 14 rounds. Each option is played exactly as outlined above with the exception of the number of rounds in the game. For example, in High Score 7 rounds, the player with the most points after 7 rounds is the winner.

ROUND-THE-CLOCK (G07)

Each player attempts to score in each number from 1 through 20 and bullseye **in order**. Each player throws 3 darts per turn. If a correct number is hit, he/she tries for the next number in sequence. The first player to reach 20 is the winner.

The display will indicate which segment you are shooting for. A player must continue shooting for a segment until it is hit. The display will then indicate the next segment you should shoot for.

There are many difficulty settings available for this game. Each game has the same rules, the differences are detailed as follows:

ROUND-THE-CLOCK 5 - Game starts at segment number 5

ROUND-THE-CLOCK 10 - Game starts at segment number 10

ROUND-THE-CLOCK 15 - Game starts at segment number 15

Since this game does not utilize point scoring, the double and triple rings count as single numbers.

We have added some new levels of difficulty to this game for those looking for a real challenge!

ROUND-THE-CLOCK Double - Player must score a **Double** in each segment from 1 through 20 in order.

ROUND-THE-CLOCK Double 5 - Game starts at double segment 5

ROUND-THE-CLOCK Double 10 - Game starts at double segment 10

ROUND-THE-CLOCK Double 15 - Game starts at double segment 15

ROUND-THE-CLOCK Triple - Player must score a **Triple** in each segment from 1 through 20 in order.

ROUND-THE-CLOCK Triple 5 - Game starts at triple segment 5

ROUND-THE-CLOCK Triple 10 - Game starts at triple segment 10

ROUND-THE-CLOCK Triple 15 - Game starts at triple segment 15

GOLF (G08)

This is a dartboard simulation of the game golf (but you don't need clubs to play). The object is to complete a round of 9 through 18 "holes" with the lowest score possible. The Championship "course" consists of all par 3 holes making par 27 for a nine hole round or 54 for a round of 18.

The segments 1 through 18 are used with each number representing a "hole." You must score 3 hits in each hole to move to the next hole. Obviously, double and triples affect your score as they allow you to finish a hole with fewer strokes. For example, throwing a triple on the first shot of a hole it is counted as an "eagle" and that player gets a completes that hole with 1 "stroke."

Note: **The active player continues to throw darts until he "holes out"** (scores 3 hits on the current hole). The voice announcer will indicate the player that is up - listen carefully to avoid shooting out of sequence. By the way, there are no "gimmes" in this game!

FOOTBALL (G09)

Strap your helmet on for this game! The first thing necessary is to select each player's "playing field." Each player can do this by throwing a dart or by manually pressing a segment on the board. This is entirely up to you, but whichever segment is selected becomes your starting point which carries through the bullseye and directly across to the other side of the bullseye (see diagram).

For example, if you select the 20 segment, you start on the double 20 (outer ring) and continue all the way through to the double 3. The "field" is made up of 11 individual segments and must be hit in order. So, keeping with the example above, you must throw darts in the following segments in this order:

Double 20 ... Outer Single 20 ... Triple 20 ... Inner Single 20 ... Outer Bullseye ... Inner Bullseye ... Outer Bullseye ... Inner Single 3 ... Triple 3 ... Outer Single 3 ... and finally a Double 3.

The First player to "score" is the winner. The LCD display will keep track of your progress and indicate the segment you need to throw for next.

BOWLING (G10)

This dartboard adaptation of bowling is a real challenge! It is a difficult game in that you must be very accurate to rack up a decent score. Player one starts the game. You must select your "alley" by either throwing dart or manually pressing segment of choice. Once alley is selected, you have 2 remaining darts to throw in which to score points or "pins." Each specific segment in your "alley" is worth a

given pin total:

<u>Segment</u>	<u>Score</u>
Double	9 pins
Outer Single	3 pins
Triple	10 pins
Inner Single	7 pins

There are several rules for this game as follows:

1. A perfect game score would be 200 in this version of bowling
2. You cannot hit the same singles segment twice within the same "frame" (round). The second hit will count as zero points. ***Hint: Try to hit each single to reach 10 points in the frame.***
3. You can score 20 points per "frame" by hitting the triple segment twice.
4. Hitting the double segment with your second dart will only count as 10 points if you scored a double on your first throw. Otherwise you will score a total of 9 points by throwing a double with your second dart.

BASEBALL (G11)

This dartboard version of baseball takes a great deal of skill. As in the real game, a complete game consists of 9 innings. Each player throws 3 darts per "inning." The field is laid out as shown in the diagram.

<u>Segment</u>	<u>Result</u>
Singles segments	"Single" - one base
Doubles segment	"Double" - two bases
Triples segment	"Triple" - Three bases
Bullseye	"Home Run" (<i>can only be attempted on third dart of each round</i>)

The object of the game is to score as many runs as possible each inning. The player with the most runs at the end of the game is the winner.

The LCD display will indicate the runners on base. The first 3 boxes to the right of the dart indicators represent 1st, 2nd, and 3rd base respectively. The boxes to the right indicate the run total by inning.

KILLER (G12)

This game will really show who your friends are. The game can be played with as few as two players, but the excitement and challenge builds with even more players. To start, each player must select his number by throwing a dart at the target area. The LCD display will indicate “SEL” at this point. The number each player gets is his assigned number throughout the game. No two players can have the same number. Once each player has a number, the action starts.

Your first objective is to establish yourself as a “Killer” by hitting the double segment of your number. Once your double is hit, you are a “Killer” for the rest of the game. Now, your objective is to “kill” your opponents by hitting their segment number until all their “lives” are lost. The last player to remain with lives is declared the winner. It is not uncommon for players to “team up” and go after the better player to knock him out of the game.

Adjustable Difficulty Settings for Killer include 7 lives, 8 lives, ... 14 lives. Each option is played exactly as outlined above with the exception of the number of lives each player has in the game. In addition, for those who really want a challenge, there are three additional difficulty settings: Doubles 3 lives, Doubles 5 lives, and Doubles 7 lives. In these games, you can only “Kill” opponents by scoring doubles in their number segment.

DOUBLE DOWN (G13)

Each player starts the game with 40 points. The object is to score as many hits in the active segment of the current round. The first round, the player must throw for the 15 segment. If no 15's are hit, his score is cut in half. If some 15's are hit, each 15 (doubles and triples count) is added to the starting total. The next round players throw for the 16 segment and hits are added to the new cumulative point total. Again, if no hits are registered, the point total is cut in half.

Each player throws for the numbers as indicated in the chart below in order (the LCD screen will indicate the active segment in which to throw). The player who completes the game with the most points is the winner.

	15	16	D	17	18	T	19	20	B	TOTAL
Player 1										
Player 2										

Any Double

Any Triple

DOUBLE DOWN 41 (G14)

This game follows similar rules as standard Double Down as described above with two exceptions. First, instead of going from 15 through 20 and bullseye, the sequence is reversed which will be indicated on the LCD display. Second, an additional round is included toward the end in which players must attempt to score three hits that add up to 41 points (20, 20, 1; 19, 19, 3; D10, D10, 1; etc.). This “41” round adds an extra level of difficulty to the game. Remember, a player’s score is cut in half if not successful, so the “41” round presents quite a challenge!

	20	19	D	18	17	T	16	15	41	B	TOTAL
Player 1											
Player 2			↑			↑			↑		

Any Double

Any Triple

“41” Round

ALL FIVES (G15)

The entire board is in-play for this game (all segments are active). With each round (of 3 darts) each player has to score a total which is divisible by 5. Every “five” counts as one point. For example 10, 10, 5 = 25. Since 25 is divisible by 5 fives, this player scores 5 points (5 x 5 = 25).

If a player throws 3 darts that are not divisible by 5, no points are given. Also, the last dart of each round must land in a segment. If a player throws the third dart and it lands in the catch ring area (or misses the board completely), he earns no points even if the first two darts are divisible by 5. This prevents a player from “tanking” the third throw if his first two are good.

The first player to total fifty-one (51) “fives” is the winner. The LCD screen will keep track of the point totals.

Adjustable Difficulty Settings for All Fives include 51, 61, 71, 81, and 91. Each option is played exactly as outlined above with the exception of the number of points (or fives) it takes to win the game.

SHANGHAI (G16)

Each player must progress around the board from 1 through 20 in order. Players start at number 1 and throw 3 darts. The object is to score the most points possible in each round of 3 darts. Doubles and triples count toward your score. The player with the highest score after completing all twenty segments is the winner.

Adjustable Difficulty Settings for Shanghai include the following options:

- SHANGHAI 5** - Game starts at segment 5
- SHANGHAI 10** - Game starts at segment 10
- SHANGHAI 15** - Game starts at segment 15

In addition, we added **Super Shanghai** as a difficulty option. This game is played exactly as described above except various doubles and triples must be hit as specified by the LCD display.

Adjustable Difficulty Settings for Super Shanghai include the following options:

SUPER SHANGHAI 5 - Game starts at segment 5

SUPER SHANGHAI 10 - Game starts at segment 10

SUPER SHANGHAI 15 - Game starts at segment 15

STEEPLECHASE (G 17)

The object of this game is to be the first player to finish the “race” by being the first to complete the “track.” The track starts at the 20 segment and runs clockwise around the board to the 5 segment and ends with a bullseye. Sounds easy right? What has not yet been specified is that you must hit the inner single segment of each number to get through the course. This is the area between the bullseye and the triples ring. And, as with a real steeplechase, there are obstacles throughout the course to hurdle. The four hurdles are found at the following places:

- **Triple 13**
- **Triple 17**
- **Triple 8**
- **Triple 5**

The first player to complete the course and hit the bullseye wins the race.

CAR RACING (G18)

This game is similar to steeplechase except we let you set up your own “race track.” You can set up as many obstacles as you wish. The track must be 20 lengths long.

Before the game starts, the LCD display will prompt you to select the course (“SEL”). Players should alternate selecting segments by pressing on the specific segment of your choice. Note: You will have to hit the exact segment you selected to move on during the race. If you choose inner single 20, that inner single area will need to be hit during the race. The LCD display will indicate inner single with a line next to the bottom of the 1, an outer single is shown with a line next to the top portion of the 1.

Obstacles usually comprise hitting a difficult number before continuing on the racetrack. Again, the route can be made as difficult or easy as you wish and can go anywhere on the target area of the board. After the track is selected, press START to begin the race. The first player to complete the course is the winner.

SHOVE A PENNY (G19)

This game is a variation of No-Score Cricket in that the object is to score 3 hits in each of the segments 15 through 20 and bullseye. However, if you score more than 3 hits in a segment, the number of hits above 3 are transferred to your opponent. For example, if you have 2 hits in the 15 segment and you throw a triple 15, the 1st hit is yours to close 15, but the extra 2 hits are given to the next player. The first player to close all the segments is the winner.

NINE-DART CENTURY (G20)

The object of this game is to attempt to score 100 points, or come as close as possible, after 3 rounds (9 darts). Doubles and triples count as 2x and 3x their value respectively. Going over 100 points is considered a “bust” and causes you to lose unless all players go over. In that case, the player closest to 100 wins (player that scored the lowest amount over 100).

GREEN VS. RED (G21)

(2 players only)

This game is a race around the board, where skill at hitting doubles and triples pays off with victory. Player 1 is “green” and player 2 is “red.” Player 1 shoots for only doubles and triples that are green and works around the board clockwise. Player 2 starts at 20 and works around the board counter-clockwise, shooting for red segments (the temporary score display will indicate which segment to throw for). Note: a maximum of one double and one triple of the same number can be scored in a single round.

What's more, hitting the wrong number (of your opponent's color) **subtracts** that amount from your score - so be careful.

The player with the most points after completion of the game is the winner.

ENGLISH CRICKET (G21)

(For 2 players only)

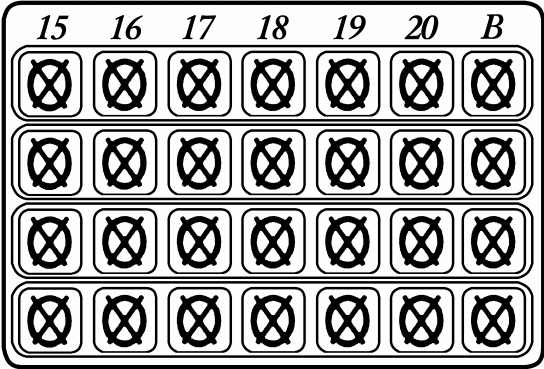
This game is another variation of Cricket that requires precision dart throwing. The game consists of two rounds. The players have a different objective in each round. During the first round, player 2 attempts to throw bullseyes – with the objective of needing 9 to complete round 1. Double bull (red center) counts as 2 scores. Any throw that does not hit bullseye is credited to player 1's point total. For example, if player 2 throws a 20, a single bullseye, and a 7 during his/her turn, player 2 will have one bullseye subtracted from the 9 needed, and 27 points will be credited to player 1's point total. Player 2 must exhibit accurate bullseye dart throwing!

Meanwhile, player 1 attempts to score as many points as possible during this first round. Doubles and triples count 2x and 3x their respective values. However, to score points, player 1 must score over 40 points in each turn (3 throws) to amass points against player 2. Only those points over 40 are counted toward the cumulative score. Player 1 must also exhibit precision dart throwing and avoid hitting any bullseyes during this first round because any hits scored by player 1 in the bullseye area will be subtracted from player 2's needed total of 9 bullseyes. Once player 2 reaches the objective of getting 9 bullseyes, the roles are reversed for round two.

Electro-light Cricket Scoring Display

This dartboard utilizes a dedicated cricket scoreboard within the scoring display that keeps track of each player’s segment status when playing Cricket. When Cricket is selected, individual characters will be utilized to register marks. There are 3 separate lights within each number (15 through 20 and bullseye). During play, one of the status lights will turn on (black will appear) as a segment is hit. If a double or triple of an active number is hit, 2 or 3 lights will turn on respectively.

The high visibility Electro-light display improves your ability to see scores from the dart throwing line. The electro-light display automatically is in use when the dartboard is turned on. To deactivate the electro-light, press and hold the sound button for 5-6 seconds. Press and hold the sound button again to reactivate the electro-light display



**Bright Electro-light display
lights up the action!**

Important Notes

Stuck Segment

Occasionally, a dart will cause a segment to become wedged within the segment separator web. If this happens, all play will be suspended and the scoring display will indicate the segment number that is stuck.

To free the segment, simply remove the dart or broken tip from the segment. If the problem is still not solved, try wiggling the segment until it is loose. The game will then resume where it left off.

Broken Tips

From time to time a tip will break off and become stuck in the segment. Try to remove it with a pair of pliers or tweezers by grasping the exposed end and pulling it out of the segment. If this is not possible, you can attempt to push the tip through to the back of the segment. Use a nail that is smaller than the hole and gently push the tip until it falls through the other side. Be careful not to push too far and damage the circuitry behind the segment.

Don't be alarmed if tips break. This is a normal occurrence when playing soft tip darts. We include a pack of 36 replacement tips, which should keep you supplied for quite some time. When replacing tips, make sure you use the same type of tips that come with this dartboard.

Darts

It is recommended that you do not use darts that exceed 18 grams on this dartboard. The darts included with this dartboard are 10 grams and use standard soft tips. Replacement tips are available at most retailers carrying dart products.

Cleaning your Electronic Dartboard

Your Halex electronic dartboard will provide many hours of competition if cared for properly. Regular dusting of the cabinet is recommended using a damp cloth. A mild detergent can be used if necessary. The use of abrasive cleaners or cleaners that contain ammonia may cause damage and should not be used. Avoid spilling liquid onto the target area since it can result in permanent damage and is not covered by the warranty.

ACCESSORIES / SPARE PARTS

100-64675	12 darts with replacement Tips	\$ 9.95
100-64670	AC Adapter	\$11.95
68950	Aluminum Shafts (3 pack)	\$ 3.95
68750	48-pack replacement tips	\$ 5.95
68670	Metallic Flights (3 pack). Assorted Styles	\$ 3.95
68730	Soft Tip Accessory Pack (toe line, measuring tape, and 48 soft tips)	\$ 8.95

Prices include shipping and handling.

To place order:

MasterCard/Visa

Call Customer Service at 877-516-9707 (Toll-Free) and specify item number. Have your credit card number ready when you place call.

Mail

Make check payable to: **Regent Sports Corporation** and send to the following address:

**P.O. Box 11357
Hauppauge, NY 11788
Attn: Customer Service**

Please do not send cash. Please indicate item # on check.

Also, be sure to check out our web site at:

www.regent-halex.com

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